

0380055-061401

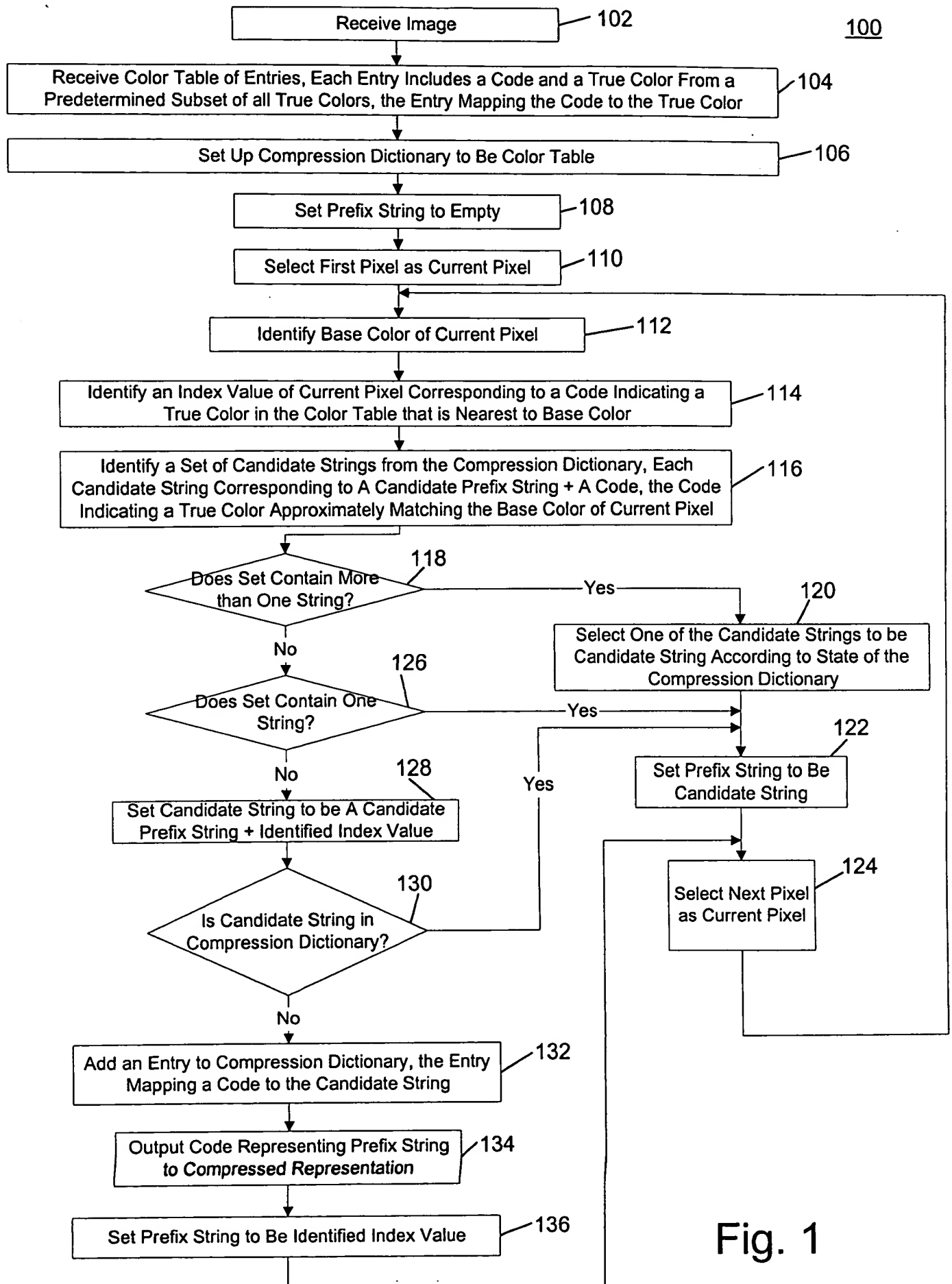


Fig. 1

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Color-Lookup Table	
Index(i)	TRUE COLOR
0	$\rightarrow (x_0, y_0, z_0)$
1	$\rightarrow (x_1, y_1, z_1)$
2	$\rightarrow (x_2, y_2, z_2)$
.	.
.	.
.	.
.	.
.	.
N	$\rightarrow (x_N, y_N, z_N)$

Fig. 2

Compression Dictionary	
302 CODE(j)	304 STRING
0	$[(x_0, y_0, z_0)] = 0$
1	$[(x_1, y_1, z_1)] = 1$
2	$[(x_2, y_2, z_2)] = 2$
...	...
N	$[(x_N, y_N, z_N)] = N$
N+1	$[(TC_1), (TC_2), \dots]_{N+1}$
N+2	$[(TC_1), (TC_2), \dots]_{N+2}$
...	...
N+M	$[(TC_1), (TC_2), \dots]_{N+M}$

200

300

Fig. 3

Where
 $TC_k \in$ Set of
 True Color Codes
 in The Color -
 Lookup Table 200

Sample Compression Dictionary	
CODE	STRING
0	$[(0, 0, 0)] = 0$
1	$[(5, 0, 0)] = 1$
2	$[(10, 0, 0)] = 2$
...	...
72	$[(250, 75, 75)] = 72$
...	...
213	$[(64, 247, 84)] = 213$
...	...
N	$[(255, 255, 255)] = 255$
...	...
456	$[72, 213]$
...	...
N+1	$[6, 7, 192, 151]$

Fig. 4

* Kernel in which the error value of a pixel is used to adjust a true color of those pixels adjacent and following in sequence that pixel

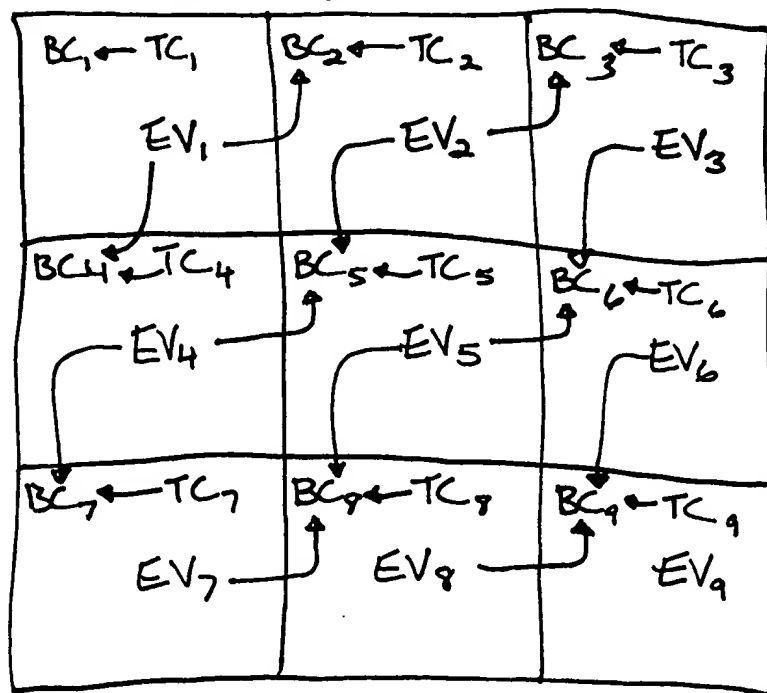


Fig. 5